

CLAIMS

What is claimed is:

- 1           1.     Method of conducting a game, comprising
  - 2                   (A)     providing a set of contest elements for said game in which said set
  - 3                   includes a plurality of contest elements having a surface area with playing indicia
  - 4                   on said surface area;
  - 5                   (B)     generating all possible combinations of said contest elements and
  - 6                   storing said combinations in a database;
  - 7                   (C)     randomly selecting one combination of said contest elements from
  - 8                   said database and displaying said selected combination to a player;
  - 9                   (D)     establishing a table of values for winning combinations of contest
  - 10                  elements;
  - 11                  (E)     comparing said randomly selected elements to said table of values;
  - 12                  (F)     evaluating the displayed combination of contest elements against
  - 13                  said table of values; and
  - 14                  (G)     deleting said displayed combination of contest elements from said
  - 15                  database.

- 1           2.     The method of Claim 1, wherein said contest elements comprise twelve
- 2     playing cards comprising:
  - 3                   9, 10, J, Q, K, and A of a black suit; and
  - 4                   9, 10, J, Q, K, and A of a red suit.

1           3.     The method of Claim 1, wherein said contest elements comprise twenty-  
2     four playing cards comprising:

3           9, 10, J, Q, K, and A of clubs;

4           9, 10, J, Q, K, and A of hearts;

5           9, 10, J, Q, K, and A of diamonds; and

6           9, 10, J, Q, K, and A spades.

1           4.     The method of Claim 1, wherein said combinations are determined for five  
2     card poker hands.

1           5.     The method of Claim 4, in which said combinations are selected using a  
2     separate deck for each card in said five card poker hand.

1           6.     The method of Claim 1, further comprising the steps of:

2           (H)    re-generating all possible combinations of said contest elements  
3     and storing said combinations in a database after all combinations have been  
4     displayed to a player.

1           7.     The method of Claim 6, in which said game is played on a device selected  
2     from the group consisting of:

3           a) electronic video game machines;

4           b) computers;

5           c) hand-held mechanical devices; and

6 d) hand-held video devices.

1 8. The method of Claim 6, further comprising the steps of:

2 (J) permitting said player to place a wager at the beginning of the  
3 game; and

4 (K) paying, the player having a winning combination of contest  
5 elements, as determined by the table of values according to the player's wager.

1 9. The method of Claim 8, in which said game is played on a device selected  
2 from the group consisting of:

3 a) electronic video game machines;

4 b) computers;

5 c) hand-held mechanical devices; and

6 d) hand-held video devices.

1 10. A device for playing a game according to claim 1 selected from the group  
2 consisting of:

3 a) electronic video game machines;

4 b) computers;

5 c) hand-held mechanical devices; and

6 d) hand-held video devices.

11. A device for playing a game according to claim 8 selected from the group consisting of:

- a) electronic video game machines;
- b) computers;
- c) hand-held mechanical devices; and
- d) hand-held video devices.

12. A slot machine comprising:

- (A) game initiating means to initiate a game on the machine;
- (B) display means disposed to display the game being played on the machine wherein said display means is arranged to display a plurality of elements; and
- (C) game control means responsive to the initiating means to control the playing of the game, wherein the control means generates all combinations of said plurality of elements and stores said combinations in a database, said control means randomly selects one said combination from said database for display to a player, said control means compares said selected combination to a table of values to determine if a winning combination is displayed, and awarding a prize to the player in the event that said randomly selected combination matches a winning combination from said table of values, then said control means deleting said displayed combination from said database, said game control means re-generating all combinations of said plurality of elements after all combinations have been displayed.

1           13.    The slot machine of Claim 14, further comprising means for a player to  
2           wager on the displayed combination of elements.

1           14.    An electronic system for playing a slot machine game having a plurality of  
2           play options wherein a win or a loss is determined after each play of the game, the system  
3           comprising:

4                   (A)    a game enclosure, the enclosure including a player interface means  
5                   for at least one player to physically interact with the system;

6                   (B)    bet value entry means for generating a bet value signal to the  
7                   system, the bet value signal representing an amount of a bet placed by a player;

8                   (C)    processor means for determining all possible combinations of  
9                   elements for the game being played;

10                  (D)    means for storing said combinations in a database;

11                  (E)    game control means to randomly select a combination of elements  
12                  from said database;

13                  (F)    player display means for visually indicating to the player said  
14                  randomly selected combination; and

15                  (G)    processor means for comparing said selected combination to a  
16                  predetermined table of values and awarding a prize to the player in the event that  
17                  said randomly selected combination matches a winning combination on said table  
18                  of values, then deleting said combination from said database, the processor means  
19                  being electrically connected to the player display means, to the player selection  
20                  means, to the bet value entry means, and to the game control means.